Character Name

Battle has started!

Initiative: lets the DM know what order people will attack in...

My initiative is:

It's my turn to attack!

Until the end of my turn (unless unable to) I can move...

How far I can move:

I can attack using weapons or spells...

I can also use an item...

Class Features:

My race and class might give me a helping hand at trying to overcome certian scenarios or attacks...

I am being attacked!

My armour class tells me what hits I can deflect and what hit injure me...

My armour class is:

Hit points indicate how much damage I can withstand before falling unconscious...

Maximum hit points:

Current hit points:

I need to heal!

After combat I can roll my hit die to regain some health...

My hit die:

During combat I can use a healing potion...
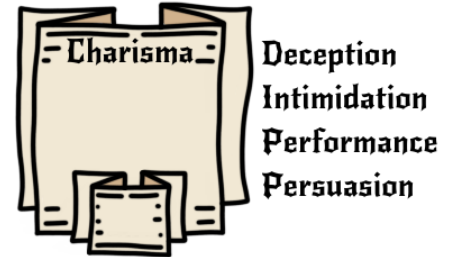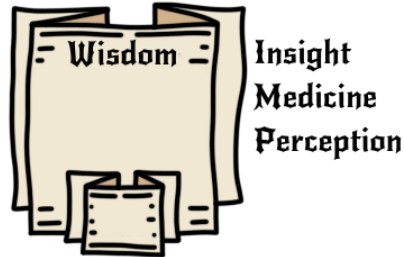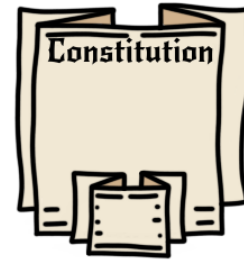
Held healing potions:

I'm unconscious!

I have no hit points left and need to roll a d20 to make death saves on my turn...

Success	Failure

I want to try and do something...

I can attempt to preform a certian action.
Roll a d20 and then find the skill that the DM states is required to perform it, adding (or subtracting) the modifier from the parent skill.

Strength — Athletics

Dexterity — Acrobatics
Sleight of Hand
Stealth

Constitution

Intelligence — Arcana
History
Investigation
nature
Religion

Wisdom — Insight
Medicine
Perception

Charisma — Deception
Intimidation
Performance
Persuasion

Information that I may find useful later on: